

Jeffersontown Youth Baseball and Softball Spring Rules

TEE BALL

Field Dimensions

Bases	50'
Infield Circle	30' radius
Foul Circle	6' radius

1. Each team will furnish one umpire for each of its games.
2. There will be no official score kept during the game, and there will be no league standings.
3. **Time Limit:** Each game is scheduled for a maximum of one hour and fifteen minutes or six innings, whichever comes first. No new inning may start with less than ten minutes remaining in the time limit. A new inning is considered to have started the instant that the previous inning is concluded. It shall be the responsibility of the managers to start the game within five minutes of the scheduled time and to keep the official time of the game.
4. **Equipment:** Bat length shall not exceed 28". Maximum 2 ¼" barrel bat. The ball will be a soft baseball. Helmets with a mask are **recommended** (not required) to be worn by all batters and base-runners in Tee Ball.
5. All players will play at all times, both offense and defense. On defense, use of a catcher is not permitted.
6. The ball will be batted from a tee. There will be no strikeouts or bunting (batter must take a full swing). If the batter hits the ball without taking a full swing, the ball shall be declared dead, all runners must return to their bases, and the batter shall resume his/her turn at bat. *Note:* Batters that show proficiency in practice may receive three pitches from a coach pitcher, then hit from tee if unsuccessful.
7. All players will bat in the first inning. Upon completion of the first inning, each team will bat until three players have been put out or until all players have completed their turn at bat, whichever comes first. If the final batter in an inning is put out, the out will be considered to be the third out for the purpose of determining whether any preceding runners have scored.
8. All five infielders (1B, 2B, SS, 3B, and P) must be positioned behind the infield circle until the ball is hit. If a violation occurs on a play in which the batter and all base-runners advance at least one base, the violation will be ignored. Otherwise, all runners will be returned to their original bases and the batter will resume his/her turn at bat.
9. If a batted ball comes to rest inside the foul circle, it is a foul ball.
10. The bat must hit at least part of the ball. If the batter propels the ball by striking the tee only, it is a foul ball.

11. There will be no stealing. The base-runners' foot must be on the base when the ball is hit. *Penalty:* The ball is dead, the runner is out, no bases may be run by the batter or other runners.
12. No more than two coaches are allowed on the field while their team is playing defense, and both coaches must remain on the outfield side of the base-paths while the ball is in play. On offense, a coach may be used with the batter (also to receive pitches) in addition to the first base and third base coaches.
13. If an offensive coach touches a runner in any way while the ball is in play, the runner shall be called out, the ball is dead, and all other runners shall return to the last bases they had legally touched at the time of the interference.
14. If a defensive coach touches a fielder in an effort to aid in positioning the fielder while the ball is in play, the ball shall become dead and the umpire shall award such bases as in his judgment would have been attained had it not been for the interference. The minimum award for each runner shall be one base beyond the last base he/she had legally touched at the time of the interference.
15. When the ball is held overhead by any defensive player, with no play being attempted, time shall be called by the umpire. Any runner who has reached the half way mark when time is called will be awarded the next base. Any runner who has not reached the half way mark will be sent back to the previous base.
16. When two runners occupy the same base, it must be determined which runner is entitled to the base. Unless it is a force situation, the lead runner is entitled to the base and the following runner may be put out by being tagged. If force situations, the lead runner may be put out by tagging either the runner or the base to which he/she is forced.
17. Following any overthrow during an attempted play, no runners may advance further than two bases from the last base they had touched at the time of the overthrow. *Exception:* If an overthrow occurs during an attempted play on the batter/runner before he/she reaches first base, the batter/runner may not advance further than first base on the play; other runners would be eligible to advance up to two bases from their positions at the time of the overthrow.

COACH PITCH

Field Dimensions

Bases	50'
Infield Circle	30' radius
Foul Circle	6' radius

1. The league will furnish one umpire for each game.
2. Official score kept during the game, and league standings will apply.
3. **Time Limit:** Each game is scheduled for one hour and fifteen minutes or six innings, whichever comes first. **During our fall league, once the time limit hits 1:15, we will enforce the drop-dead rule. The batter will be allowed to finish their at bat. No matter who is winning, the game will be over.**

4. **Equipment:** Bat length shall not exceed 28" and must be stamped USA. Maximum 2 ¼" barrel bat. The ball will be a soft baseball. All catchers will play in full gear. Catcher's masks must include throat guard. Helmets with a mask are **recommended** (not required) to be worn by all batters and base-runners in Coach Pitch.
5. The game will be played with ten players. In the event ten players are not available, the game can be played with eight players. A forfeit will be declared if a team does not have at least eight players on the field at the official starting time, or becomes unable to field eight players at any time during the game.
6. **Substitutions:** Unlimited substitution on defense is allowed at all times. All players on the team roster will bat.
7. All six infielders (C, 1B, 2B, SS, 3B, and P) must be positioned behind the infield circle until the ball is hit. If a violation occurs on a play in which the batter and all base-runners advance at least one base, the violation will be ignored. Otherwise, all runners will be returned to their original bases and the batter will resume his/her turn at bat.
8. All four outfielders (LF, LC, RC, RF – no short-fielders) must be positioned behind the outfield side of the base-paths while the ball is in play. If a violation occurs on a play in which the batter and all base-runners advance at least one base, the violation will be ignored. Otherwise, all runners will be returned to their original bases and the batter will resume his/her turn at bat.
9. A catcher will be utilized on defense. The catcher must be in full gear (including throat guard) and in the normal catching position, immediately behind the plate.
10. One defensive coach is allowed on the field, but must remain on the outfield side of the base-paths while the ball is in play. If the defensive coach touches a fielder in an effort to aid in positioning the fielder while the ball is in play, the ball shall become dead and the umpire shall award such bases in his/her judgment would have been attained had it not been for the interference. The minimum award for each runner shall be one base beyond the last base he/she had legally touched at the time of the interference.
11. **Run Limit:** Each team will bat until three outs are made or five runs are scored, whichever comes first. No more than five runs can be scored during each team's turn at bat. If a team trails by more than five runs at the expiration of the time limit while an inning is in progress, they will be allowed to complete their turn at bat even though it is impossible for them to tie the score or win the game.
12. There is no mercy rule in Coach Pitch.
13. The ball will be pitched by a coach of the offensive team, who will pitch over handed from one knee at a distance of approximately 20'. Another coach will be positioned behind the plate in order to help the batter and to aid the catcher to field un-hit pitches.
14. The batter will receive five hittable pitches. Un-hittable pitches will not count against the batters pitch count. If a batter swings at an un-hittable pitch and does not make contact, the pitch will be ruled un-hittable. If the batter makes contact with the un-hittable pitch the result of the play will be official. The fifth pitch will be the final pitch unless fouled or deemed un-hittable by the umpire. There will be no called balls or strikes. The batter may be called out by any applicable baseball

rule (e.g., three strikes, you are out). There will be no walks or bases awarded for a hit batter. Bunts are **not** allowed.

15. The coach pitcher must make every effort to avoid interfering in any way with the defense. A batted ball that first hits the coach pitcher will become a dead ball. The batter will be awarded first base and all runners advance one base. A thrown or deflected ball which strikes the coach pitcher is a live ball and remains in play.
16. A batted ball fielded by the player pitcher will not become a dead ball if the player pitcher attempts to make a play. If the player pitcher holds the ball in the circle and does nothing, the play will be called dead when the batter crosses first base.
17. If a batted ball comes to rest inside the foul circle, it is a foul ball.
18. **Base Stealing:** There will be no stealing. The base-runner's foot must be on the base when the ball is hit. *Penalty:* The ball is dead, the runner is out, no bases may be run by the batter or other runners.
19. If an offensive coach touches a runner in any way while the ball is in play, the runner shall be called out, the ball is dead, and all other runners shall return to the last base they had legally touched at the time of the interference.
20. **Time Called:** There will be an 8' radius pitcher circle. When the ball is controlled by any player within the circle (one foot in circle), with no play being attempted, time shall be called by the umpire. Any runner who has reached the 30' hash mark (both feet) when time is called will be awarded the next base. Any runner who has not reached the hash mark will be sent back to the previous base.
21. The infield fly rule does not apply.
22. When two runners occupy the same base, it must be determined which runner is entitled to the base. Unless it is a force situation, the lead runner is entitled to the base and the following runner may be put out by being tagged. In force situations, the lead runner may be put out by tagging either the runner or the base to which he/she is forced.

SLING PITCH BASEBALL AND SOFTBALL

Field Dimensions	<u>Baseball</u>	<u>Softball</u>
Bases	60'	60'
Pitching Rubber	46'	35'
Maximum Bat Barrel	2 3/4"	2 1/4"

Official Cal Ripken rules will apply, except as follows:

1. **Substitutions:** Unlimited substitution on defense is allowed at all times. All players on the team roster will bat.
2. **Positioning:** The game will be played with ten players on defense. When ten players are being utilized on defense, at least four players must be positioned in the outfield grass (LF, LC, RC, RF – no short-fielders) until the ball leaves the pitching machine. In the event ten players are not available, the game can be played with eight players. A forfeit will be declared if a team does not have at

least eight players on the field at the official starting time or becomes unable to field eight players at any time during the game.

3. **Time Limit:** Each game is scheduled for one hour and twenty minutes or six innings, whichever comes first. **During our fall league, once the time limit hits 1:20, we will enforce the drop-dead rule. The batter will be allowed to finish their at bat. No matter who is winning, the game will be over.**
4. **Run Limit:** Each team will bat until three outs are made or five runs are scored, whichever comes first. No more than five runs can be scored during each team's turn at bat. If a team trails by more than five runs at the expiration of the time limit while an inning is in progress, they will be allowed to complete their turn at bat even though it is impossible for them to tie the score or win the game.
5. There is no mercy rule in Machine Pitch.
6. A batter is not eligible to run on a dropped third strike.
7. The infield fly rule does not apply.
8. **Equipment:** The baseball league will use a regulation baseball. The softball league will use an 11" softball. All catchers will play in full gear. Catcher's masks must include throat guard. Helmets with a mask are **required** to be worn by all batters and base-runners in Machine Pitch. A batter may use any regulation baseball, softball, or tee ball bat. Maximum 2 ¼" barrel bat.
9. **Machine Speed:** The ball will be pitched by a machine, operated by a coach from the offensive team. The machine operator is not allowed to instruct runners, only the batter. **Baseball** - Machine speed will be set at **40 MPH**. **Softball** - Machine speed will be set at **35 MPH**.
10. The batter will receive five hittable pitches. Un-hittable pitches will not count against the batters pitch count. If a batter swings at an un-hittable pitch and does not make contact, the pitch will be ruled un-hittable. If the batter makes contact with the un-hittable pitch the result of the play will be official. The fifth pitch will be the final pitch unless fouled or deemed un-hittable by the umpire. There will be no called balls or strikes. The batter may be called out by any applicable baseball rule (e.g., three strikes, you are out). There will be no walks or bases awarded for a hit batter. Bunts and fake bunts are **not** allowed.
11. A batted ball which strikes the pitching machine or machine operator without first touching a defensive player, or in the opinion of the umpire comes to rest to close to the pitching machine to be safely fielded, shall become instantly dead. The batter shall be awarded first base. Other runners shall advance only if forced to advance due to the batter being awarded first base.
12. A thrown ball which strikes the pitching machine during an attempted play is a live ball and remains in play.
13. Adjustments to the pitching machine can be made only at the beginning of an inning and with the agreement of both managers, unless at other times it becomes obvious that an adjustment is necessary in order for the machine to throw strikes.
14. The defensive team shall position a player immediately to either side of the pitching machine inside the circle, even with or slightly behind the pitching rubber. Said player may move forward once the pitch is delivered.

15. The catcher must be in full gear (including throat guard) and in the normal catching position, immediately behind the plate.
16. A batter may use any regulation baseball, softball, or tee ball bat. All bats must be stamped USA.
17. **Base Stealing:** Base stealing is **not** permitted.
18. **Time Called: Baseball** – There will be a 12' radius circle around the pitching machine. When the ball is controlled by any player within the circle (one foot in circle), with no play being attempted, time shall be called by the umpire. Any runner who has reached the 45' hash mark (both feet) when time is called will be awarded the next base. Any runner who has not reached the hash mark will be sent back to the previous base. If, in the judgment of the umpire, a defensive player attempts to throw the ball to a player within the circle and the ball comes to rest beneath the machine, time shall be called. Runners will be awarded the next base or sent back depending on whether they had reached the hash mark when time was called. **Softball** - There will be a 16' radius circle around the pitching machine. When the ball is controlled by any player within the circle (one foot in circle), with no play being attempted **or** the lead runner stopped by any position player, time shall be called by the umpire.
19. **Over Throws:** – Base runners can only advance (1) base on a over throw to the pitcher.

MINOR (10U), MAJOR (12U), JUNIOR/SENIOR (15U) & BIG LEAGUE (18U) BASEBALL

Field Dimensions	<u>Minor</u>	<u>Major</u>	<u>Junior/Senior (13-15)</u>
Bases	60'	60'/70'	90'
Pitching Rubber	46'	46'/50'	60'6"
Maximum Bat Barrel	2 3/4"	2 3/4"	2 3/4"
Maximum Bat Length	33"	33"	34"
Requirements	USA	USA	BBCOR

Pitching Requirements

<u>AGE</u>	<u>Daily Max</u>	<u>Required Rest / # Pitches</u>				
		<u>0 Days</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>
9 - 10	75	1 – 20	21-35	36-50	51-65	66+
11 - 12	80	1 – 25	26-40	41-55	56-70	71+
13 - 15	90	1 – 30	35-45	46-60	61-75	76+

Official Cal Ripken/Babe Ruth baseball rules will apply, except as follows:

1. **Substitutions: Minor/Major** – Unlimited substitution on defense is allowed at all times. Each player must play a minimum of six defensive outs. All players on the team roster will bat. **Junior/Senior and Big League** – Bat nine and report substitutions. Subs may enter one time. Starters may re-enter once in the same position in the batting order where they were previously removed.
2. **Time Limit: Minor** – Each game is scheduled for one hour and thirty minutes or six innings, whichever comes first. **Major** – Each game is scheduled for one hour and forty-five minutes or six innings, whichever comes first. **Junior/Senior and Big League** – Each game is scheduled for one hour and fifty minutes or seven innings, whichever comes first. **General: During our fall league, once the time limit has been reached, we will enforce the drop-dead rule. The batter will be allowed to finish their at bat. No matter who is winning, the game will be over.**
3. **Run Limit (Minor & Major only):** Each team will bat until three outs are made or five runs are scored, whichever comes first. No more than five runs can be scored during each team's turn at bat. If a team trails by more than five runs at the expiration of the time limit while an inning is in progress, they will be allowed to complete their turn at bat even though it is impossible for them to tie the score or win the game.
4. **Mercy Rule: Minor/Major** – At the end of four innings, if one team is ahead by ten (10) or more runs, the game will be called and ruled a complete game. **Junior/Senior and Big League** – At the end of five innings, if one team is ahead by ten (10) or more runs, the game will be called and ruled a complete game.
5. **Equipment:** All catchers will play in full gear. Catcher's masks must include throat guard. Helmets with a mask are **required** to be worn by all batters and base-runners in the Machine Pitch Division. Helmets are required to be worn by all batters and base-runners in the Minor/Major/Junior/Senior and Big League divisions.
6. **Pitcher Regulations: See pitching chart. General Notes (all divisions):** The pitching week shall be Monday through Sunday. Any player on the team roster may pitch. The manager must remove the pitcher when said pitcher has

reached their maximum, but the pitcher may remain in the game at another position. The withdrawal of an ineligible pitcher after the pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Pitches delivered in games declared "tie" or "suspended" shall be charged against the pitcher's eligibility. In suspended games resumed on another day, the pitchers of record at the time of suspension may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days rest. Violations of pitcher regulations may result in protest and/or forfeiture of the game in which the violation occurred.

7. **Intentional Walk:** Before a pitch is delivered to a batter, the catcher must inform the umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire shall waive the batter to first base. The ball is dead.
8. **Base Stealing: Minor** – Base stealing is permitted only after the ball has reached the plate. If the runner leaves the base before the ball reaches the plate the umpire will instruct the runner or runners to return to their original base (delayed dead ball). **Major/Junior/Senior and Big League** – Lead-offs and base stealing are allowed.
9. A batter is eligible to run on a dropped third strike **except** in the Minor Division.
10. **Balks** will be enforced **except** in Minor Division.
11. The **infield fly rule** applies.
12. Any player who goes onto the field for the purpose of receiving warm-up throws from the pitcher must wear a catcher's mask.
13. One defensive coach is allowed outside the dugout seated on a bucket.

MINOR SOFTBALL (10U)

Field Dimensions

Bases	60'
Pitching Rubber	35'
Maximum Bat Barrel	2 ¼"

Official Cal Ripken rules will apply, except as follows:

1. **Substitutions:** Unlimited substitution on defense is allowed at all times. Each player must play a minimum of six defensive outs. All players on the team roster will bat.
2. **Time Limit:** Each game is scheduled for one hour and thirty minutes or six innings, whichever comes first. **During our fall league, once the time limit hits 1:30, we will enforce the drop-dead rule. The batter will be allowed to finish their at bat. No matter who is winning, the game will be over.**
3. **Run Limit:** Each team will bat until three outs are made or six runs are scored, whichever comes first. No more than six runs can be scored during each team's turn at bat. If a team trails by more than six runs at the expiration of the time limit

while an inning is in progress, they will be allowed to complete their turn at bat even though it is impossible for them to tie the score or win the game.

4. **Mercy Rule:** At the end of four innings, if one team is ahead by ten or more runs, the game will be called and ruled a complete game.
5. **Equipment:** All catchers will play in full gear. Catcher's masks must include throat guard. Helmets with a mask are **required** to be worn by all batters and base-runners in the Minor Softball division. An 11" softball will be used.
6. **Pitcher Regulations:** No pitcher shall pitch more than six innings per week. The pitching week shall be Monday through Sunday.
7. **Base Stealing:** Base stealing is permitted only after the ball has reached the plate. If the runner leaves the base before the ball reaches the plate the runner will be called out. There will be no stealing of home plate. All runners advancing to home plate must be batted in. There will be no stealing when the offensive team coach is pitching.
8. **Walks:** There are no base-on-balls. After ball four, an offensive team coach will pitch up to two hittable pitches.
9. **Bunts:** Bunts are allowed *except* when the coach is pitching.
10. **Defensive Positions:** The game will be played with ten players on defense. When ten players are being utilized on defense, at least four players must be positioned in the outfield grass (LF, LC, RC, RF – no short-fielders).
11. One defensive coach is allowed outside the dugout seated on a bucket. The offensive coach pitcher is allowed outside the dugout.